

CHAPTER IV

RESULT AND DISCUSSION

In this chapter the researcher describe the data has been obtained during the research. The result and discussion of data were used to answer the statement of the problem that stated in the first chapter the statement of the problem were : How does playing Kahoot enhance vocabulary retention of students? How does playing Kahoot increase the focus and attention of students' vocabulary retention? How are students' satisfied with the use of Kahoot? There were three kinds of instrument used to collect data in this present case study : observation, questionnaires, and interview.

A. Data Description

In this research would present the result of the research. The data was taken from observation, questionnaire and interview to students at ninth grade of MTsN Model 1 Pandeglang. The data was collected on Monday 9th of September, Tuesday 10th of September, and Wednesday 11th of September 2019. Based on those data, then the researcher obtained the following result: the researcher observed the student activity in learning English using Kahoot.

B. Analysis of Observation

The observation have been conducted for three times, these observations are carried out on kahoot, where students learning English using kahoot the researcher observe it. Data collection techniques with observations are used if the research relating to human behavior, work processes, natural phenomena and if the respondent observed is not too large and in this right. In this data gathering technique, the research played a role of observer as participant. In this role the researcher built the relationship with the participants but didnot really get involved in the activity of the class.



Picture 4.1 Students' Activity 1

This is the process of preparation before kahoot begins. The teacher gives directions to students about the vocabulary clue that will be in the game. Students are given time 5 until 10 minutes to read. Here the book

used by the book by Mr. Ndien whose contents about the collection of vocabulary titles "600 High-Frequency Words: A-Corpus-based Dictionary". After finishing reading they are usually divided into groups or it can be individuals.



Picture 4.2 Students' Activity 2



Picture 4.3 Students' Activity 3

Let's start it. Students sit in groups. First students open the website www.kahoot.it, then enter the PIN. See Figure 4.3, drawn there is a PIN that students must enter. After entering the PIN, students must write their Nick Name. after that, they have entered their name will appear on the screen.

During the kahoot, the students seemed to focus on paying attention to every question that came up. In one session there are 10 to 20 questions. And in each session, the score will be displayed immediately. So, they are competing to occupy the highest podium.



Picture 4.4 Students' Activity 4

Besides being seen, the focus of the students also seemed to be enjoyed in learning. In Picture 4.4, students are discussing the answers they will choose. The attractive appearance of the kahoot also makes them not easily bored when studying.

The class atmosphere becomes more attractive. In the final session after the final score appears on the screen, the teacher asks students "what do you want to say to friends or groups that win in this game?". All students will answer using the utterances "congratulation", "good job". And the teacher also asked, "what vocabulary did you get today?". Students will mention the vocabulary they get. Then the teacher will also review some questions that make them confused either in the middle of the session or at the end of the session.

In conclusion, learning English, especially vocabulary using kahoot, makes the classroom atmosphere more lively. Students become more active and do not get bored easily when the learning process takes place. Some students were seen dancing after answering the questions displayed. The vocabulary they have also increased because each session was always offered a new vocabulary. Then at the end of the session, there are also reviews about new vocabulary words that they don't know yet. This makes it easier for them to remember new vocabulary because they are also in a state of enjoyment. They also forget that class time is over because every time they close, they always ask "please, sir again"

C. Analysis of Questionnaire

In order to find out the accurate data of the sources of students' focus and attention in learning using kahoot to enhance their vocabulary

retention, the researcher used open – ended questionnaire, twenty five respondents are taken and given ten questions. 1) What do you think about Kahoot? is it easy to use? explain it!, 2) Does Kahoot game keep me on task? why!, 3) Would you rather use technology to stay on task?, 4) Does learning English using kahoot games make you confused?, 5) Would you like to use the Kahoot game in other classes to help you study?, 6) Would you pay for more attention in learning English if the teacher taught like this all the time?, 7) In your opinion, are you more prepared for tests and quizzes after using Kahoot? explain it!, 8) Is After this lesson, you will tell other people about what you learn today? why you doing it!, 9) Whether after learning English using the kahoot games you become interested in learning more about what you studied today?, 10) How enjoyed are you using the game especially Kahoot in class? explain it?. The questionnaire was given to the respondents as written questionnaire. Then, the respondents can answer the questions on the blank page right after the questions.

The finding of the sources of students’ focus and attention in learning using kahoot to enhance their vocabulary retention is as follow :

Tabel 4.1 Questionnaire Question 1

Question 1		Percentage
What do you think about Kahoot? is it easy to use? explain it!		
Student #1	This kahoot is very fun and	100%

	also easy to use, it can make a good mood.	(Student answer agree that kahoot easy to use)
Student #2	Very easy to use and fun !!	
Student #3	Very satisfying and easy to use	
Student #4	Yes, and fun keeps me entertained	
Student #5	Yes, because it is more interesting than "just read, write, read, write ..."	
Student #6	Kahoot is very fun because you can understand that English is easy to use	
Student #7	Kahoot is very easy for us to learn, very easy because it is easy to find	
Student #8	Kahoot is easy to use also makes us not bored to answer the question because of a game.	
Student #9	Kahoot is fun because we can easily understand English, kahoot is easy to use because we are easy to access.	
Student #10	Kahoot made me happy and added knowledge, which I didn't know to know and remember.	
Student #11	Kahoot is a smart site / yes / because it is an entertaining and educational site for learning	
Student #12	Kahoot is very fun, kahoot is very easy to use	
Student #13	Easy to use because if we know the answer, just click and choose an interesting picture color	
Student #14	Yes, kahoot is very good and very easy to use	
Student #15	Kahoot application is very	

	sharpening the brain of students to better understand English. And the application is very easy to use and understand.	
Student #16	Yes, because the questions are easy and according to ability	
Student #17	Yes because we who use it don't get bored quickly	
Student #18	Yes, because it is easy to use, for we test memorization of English vocabulary	
Student #19	Yes, kahoot is very good/easy to use	
Student #20	My opinion about the kahoot application is very easy to use and the application is very easy to digest	
Student #21	It's easy because it makes it easier for us to learn with technology	
Student #22	Very exciting, not boring, not sleepy	
Student #23	Kahoot, very easy to use, moreover kahoot is very useful and not boring, then it is beneficial that we can learn while playing	
Student #24	Yes, because it can be easily used anywhere and anytime.	
Student #25	Easy to use, because it's easy to understand	

Based on the first Question, the researcher knows that 100% student answer kahoot easy to use because kahoot easily used and anywhere and anytime. Using kahoot make the student happy and not boring when learning English especially vocabulary.

Tabel 4.2 Questionnaire Question 2

Question 2		Percentage
Does Kahoot game keep me on task? why!		
Student #1	Yes, because in addition to us competing and playing we can complete the task precisely and quickly.	
Student #2	Because playing while learning makes it boring and doesn't make you sleepy.	
Student #3	Yes, it is very pleasant even we ask to repeat it	
Student #4	Yes, because in kahoot we like playing while learning.	
Student #5	Kahoot made my English learning activities more enjoyable.	
Student #6	Yes	
Student #7	Yes, because kahoot adds vocabulary to English, and makes it easier for us to learn English	
Student #8	Yes, because the game in kahoot doesn't make you bored.	
Student #9	Yes, because the kahoot game is easy to access and very fun.	

Student #10	Yes / encouraging learning	100% (Student answer yes)
Student #11	Yes / encouraging learning	
Student #12	Yes, because I want to be able to know a lot about English lessons	
Student #13	Yes because this game contains positive things and increases knowledge	
Student #14	Yes, because I think kahoot games are also like learning	
Student #15	Yes because the game is a game subject kahoot so it does not make us forget the lessons.	
Student #16	Yes because it is fun	
Student #17	Yes, because the kahoot game doesn't take much time	
Student #18	Yes, because it's easy to understand, and doesn't take long	
Student #19	Yes, because it is very easy and very pleasant to use	
Student #20	Yes, because it does not make complicated very easy	
Student #21	Yes, because playing while studying	
Student #22	Yes, because the task must be done	
Student #23	Because kahoot games bring us more relaxed and then focus on staying on task.	
Student #24	Yes, because there are game features of the application (kahoot) so it's not easy to get bored to use.	
Student #25	Yes, because it is more interesting	

Based on the second question, the researcher knows that 100% learning English using kahoot keep the student on their task because in addition to them competing and playing they can complete the task precisely and quickly.

Tabel 4.3 Questionnaire Question 3

Question 3		Percentage
Would you rather use technology to stay on task?		
Student #1	Technology, because in my opinion, it is more fun.	100%
Student #2	Yes, besides being easy to understand can make learning enthusiasm and certainly fun	
Student #3	Yes, very much	
Student #4	Yes, because to get the positive side of today's technology, for example, mobile phones	
Student #5	Yes	
Student #6	Yes	
Student #7	Yes, because it is more exciting and cool	
Student #8	Of course, because sometimes the material provided is not in the book.	
Student #9	Yes	
Student #10	Yes	
Student #11	Yes	
Student #12	Yes, I prefer to use technology to study	
Student #13	Yes, of course	

Student #14	Yes	(Student answer yes)
Student #15	Yes because in my opinion more quickly understood	
Student #16	Yes	
Student #17	Yes	
Student #18	Yes, because it's easy to find	
Student #19	Yes, not complicated and simple	
Student #20	Yes, because technology makes things easier like learning	
Student #21	Yes	
Student #22	Yes! clear!	
Student #23	I like it because it's easier and less complicated and the explanation is better understood	
Student #24	Yes, because I can access new info for further knowledge in working on assignments.	
Student #25	Yes, because it makes us not easily bored	

Based on the third question, the researcher know that 100% student answer that use technology make them stay on their task. The student can access new information for further knowledge in working on assignments. It's easier and less complicated and the explanation is better understood.

Tabel 4.4 Questionnaire Question 4

Question 4	Percentage
Does learning English using kahoot games make you confused?	

Student #1	No, because Kahoot is like doing multiple-choice tasks, it's just using technology.	<p style="text-align: center;">96% (Student no)</p> <p style="text-align: center;">4% (Student answer yes)</p>
Student #2	No, there are choices for us to choose from such as multiple choice during tests as well	
Student #3	Not at all	
Student #4	No, the learning is quite clear and easy.	
Student #5	No	
Student #6	No	
Student #7	No	
Student #8	No	
Student #9	No	
Student #10	No	
Student #11	No	
Student #12	No, the game Kahoot is very helpful to be able to learn English	
Student #13	No	
Student #14	Not at all	
Student #15	No, I feel more understanding	
Student #16	No	
Student #17	No	
Student #18	No	
Student #19	No	
Student #20	No, the kahoot game is very easy	
Student #21	No	
Student #22	No	
Student #23	A little, but the kahoot game made it easier for us to learn	
Student #24	No, because this application is very easy to understand and also not difficult to use	
Student #25	No	

Based on the fourth question, the researcher knows that 96% student answer learning English using kahoot doesn't make their confused. Because this application is very easy to understand and also not difficult to use. And 4% student answer learning English using kahoot make their confused. Overall, using kahoot does not make students confused.

Tabel 4.5 Questionnaire Question 5

Question 5		Percentage
Would you like to use the Kahoot game in other classes to help you study?		
Student #1	Yes, I would.	92% (Student answer yes) 4% (Student answer no) 4% (Student answer undecided)
Student #2	Maybe, if the lessons are same	
Student #3	Yes	
Student #4	Yes, because of the kahoot game I got a new way of learning.	
Student #5	Yes	
Student #6	Yes	
Student #7	Yes	
Student #8	Of course, because capturing the material is very easy	
Student #9	Yes	
Student #10	Yes	
Student #11	No	
Student #12	Eager to	
Student #13	Yes because it is more fun in learning not boring	
Student #14	Yes	
Student #15	Yes	
Student #16	Yes	

Student #17	Yes	
Student #18	Yes	
Student #19	Yes. because it's very easy and fun	
Student #20	Yes, because the kahoot game is easy to use	
Student #21	Yes	
Student #22	Yes	
Student #23	Yes, of course, the more people know the easier we will understand the lesson.	
Student #24	Yes, of course, this kahoot game is very simple and fun to use for us students	
Student #25	Yes	

Based on the fifth question, the researcher knows that 92% student answer that like use kahoot game in other classes to help their study. Using kahoot in other classes make their got a new way of learning. Making learning become more fun and doesnot boring. 4 % Student answer that wouldnot like use kahoot game in other classes to help their study. And 4% student answer that maybe like use kahoot game in other classes to help their study.

Tabel 4.6 Questionnaire Question 6

Question 6	Percentage
Would you pay for more attention in learning English if the teacher taught like this all the time?	

Student #1	Yes, I like it, I will be more active in learning English by using Kahoot.	<p>92% (Student answer yes)</p> <p>4% (Student answer no)</p> <p>4% (Student answer undecided)</p>
Student #2	Of course!! Not boring, really !! and create competition between values with other groups	
Student #3	Yes	
Student #4	Not really, because of the importance of seriousness in learning not to use technology alone.	
Student #5	Yes	
Student #6	Yes	
Student #7	Yes	
Student #8	Of course, because it's not easy to get bored	
Student #9	Yes	
Student #10	Yes	
Student #11	Yes	
Student #12	Of course, because this game is fun and not boring	
Student #13	Not every time because the kahoot game is not explained in Indonesian	
Student #14	Yes, I like it and it's easier to understand	
Student #15	Yes, because it is not boring	
Student #16	Yes	
Student #17	Yes, God willing	
Student #18	Yes, God willing	
Student #19	Yes	
Student #20	Yes, because cool kahoot games are easy to understand	
Student #21	Yes	
Student #22	Of course	
Student #23	Very, very, we will be more focused and attentive because lessons are easy to	

	enter, and especially this kahoot is easy and not boring.	
Student #24	No, because we don't have to use this app all the time for teaching and learning activities	
Student #25	Depending on the lessons we will study	

Based on the sixth question, the researcher knows that 92% Student pay for more attention in learning English if the teacher taught like this all the time. The student will be more active in learning English by using Kahoot. And the student will be more focused and attentive because lessons are easy to enter, and especially this kahoot is easy and not boring. 4% Student wouldnot pay for more attention in learning English if the teacher taught like this all the time. 4% Student pay for more attention in learning English if the teacher taught like this all the time, depending on the subject will study.

Tabel 4.7 Questionnaire Question 7

Question 7		Percentage
In your opinion, are you more prepared for tests and quizzes after using Kahoot? explain it!		
Student #1	Yes, of course, because there are many choices.	
Student #2	Ready!! The choice is indeed there who do not understand the meaning but can still choose.	

Student #3	Yes, because there are multiple choices if we forget / answer incorrectly, there is an answer.	<p style="text-align: center;">80% (Student answer yes)</p> <p style="text-align: center;">20% (Student answer no)</p>
Student #4	Yes, because like getting more fun	
Student #5	Yes, because...	
Student #6	Not because it's the first time	
Student #7	It seems like not yet, because it's not ready and hasn't used kahoot often	
Student #8	It could be because the capture of material is easier	
Student #9	It seems not yet because we haven't used it often.	
Student #10	Yes, because after playing Kahoot is getting more interested	
Student #11	Yes / because after playing kahoot the more interested	
Student #12	Not really because I haven't learned much anymore	
Student #13	Yes because we know the answer and if the answer is incorrect then there will be justification	
Student #14	Yes because it's easier to understand	
Student #15	Yes, because there is already a double choice, if we are wrong with our answer, then there is a correct answer	
Student #16	Yes, because kahoot is more fun and easier	
Student #17	Yes, because learning the kahoot game doesn't quickly forget	
Student #18	Yes, because learning with kahoot can be easily	

	understood	
Student #19	Yes, because I understand better	
Student #20	Yes, because there is multiple choice if we forget the answer we can be reminded if there is a correct answer in multiple-choice.	
Student #21	Ready, because it is more understanding and fun	
Student #22	Not ready!	
Student #23	Very ready, because tests and quizzes are profitable games for learning	
Student #24	Yes because in my opinion not like other boring tests this application is very fun for teaching and learning activities	
Student #25	Yes, because to know our abilities	

Based on the seventh question, the researcher knows that 80% student more prepared for tests and quizzes after using Kahoot. One of the student answer “very ready, because tests and quizzes are profitable games for learning”, their more prepared for tests and quizzes after using Kahoot. 20% Student answer that they are not ready for tests and quizzes after using Kahoot.

Tabel 4.8 Questionnaire Question 8

Question 8	Percentage
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Is After this lesson, you will tell other people about what you learn today? why you doing it!		
Student #1	Yes, because I want them to feel the excitement while learning and playing using Kahoot.	<p>84% (Student answer yes)</p> <p>12% (Student answer in syaa Allah)</p> <p>4% (Student answer No)</p>
Student #2	Oh for sure !! This is fun! Everyone else to cheer up during this lesson !! And make them curious automatically they are also excited!	
Student #3	Yes, it's fun learning with kahoot	
Student #4	Yes, because so he gets a new lesson too	
Student #5	Yes, so I can do learning and play simultaneously	
Student #6	Yes	
Student #7	Yes, because so those other classes know this technology.	
Student #8	Of course, so that they are also interested in learning	
Student #9	Yes, because I want to tell him because kahoot is easy to access and very fun, not easy to boring too.	
Student #10	Yes, because Kahoot can be entertaining and more fun	
Student #11	Yes / because to inform to provide knowledge	
Student #12	Yes, because learning to use kahoot is very fun	
Student #13	Yes, because in my opinion, learning like this is like being with the times	
Student #14	Yes because it's good for everyone to use and in my opinion so that other people also know and learn it.	

Student #15	Yes, it's really fun learning with kahoot	
Student #16	In syaa Allah	
Student #17	In syaa Allah	
Student #18	In syaa Allah	
Student #19	Yes, because it's good for everyone	
Student #20	No, let others know that they are not spoilers themselves, it will not be fun	
Student #21	Yes, because it's more cool and understanding	
Student #22	Yes I will, because to start a conversation with a friend, so the story	
Student #23	I will because more and more people know, we can facilitate them in learning that is not boring.	
Student #24	Yes, of course, because sharing experiences is fun	
Student #25	I tell others because so that more people use kahoot, and they can see the extent of their abilities	

Based on the eighth question, the researcher know that 84% student will tell other people about what they learn today. 12% Student answer that in syaa Allah they will tell other people about what they learn today. 4% Student answer that they willnot tell other people about what they learn today.

Tabel 4.9 Questionnaire Question 9

Question 9		Percentage
Whether after learning English using the kahoot games you become interested in learning more about what you studied today?		
Student #1	Yes	100% (Student answer yes)
Student #2	Yes! I want to try it at home! There is application available in play store!	
Student #3	Yes	
Student #4	Yes, that's why I'm entertained	
Student #5	Yes	
Student #6	Yes	
Student #7	Yes	
Student #8	Yeah, because it's easy, clear, and exciting	
Student #9	Yes	
Student #10	Yes	
Student #11	Yes	
Student #12	Yes	
Student #13	Yes	
Student #14	Yes, very much	
Student #15	Yes	
Student #16	Yes	
Student #17	Yes, true ashiyap	
Student #18	Yes, God willing	
Student #19	Yes	
Student #20	Yes, because it's cool and easy to remember	
Student #21	Yes very interested	
Student #22	Yes	
Student #23	I am very interested in learning more about what is learned because kahoot is indeed beneficial.	
Student #24	Yes because I want to master more new vocabulary	

Student #25	Yes	
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Based on the ninth question, the researcher knows that 100% student after learning English using kahoot they become interested in learning more about what they studied today.

Tabel 4.10 Questionnaire Question 10

Question 10		Percentage
How enjoyed are you using the game especially kahoot in class? Explain it?		
Student #1	Very happy! I just like and want to learn English using kahoot	92% (student answer that
Student #2	Very happy!! Cheers everyone!!easy way to enter and play!!	
Student #3	100% exciting, fun, just the best	
Student #4	Very happy, because it feels more exciting.	
Student #5	Not as boring than before	
Student #6	So happy because there is entertainment	
Student #7	100% happy, because it is more exciting	
Student #8	So happy the game made me study	
Student #9	Very happy, because it does not make boring.	
Student #10	Happy because it can make teamwork better	
Student #11	Very happy because there is teamwork	
Student #12	So happy, because this game sharpens our brains to	

	think fast	they are very happy) 8% (student answer they are not too serious)
Student #13	Happy like the world belongs to us both me and kahoot	
Student #14	So happy because of the game art and learning more fun	
Student #15	100% exciting, fun, just the best!	
Student #16	Yes, very happy, because the kahoot game is very fun.	
Student #17	80% because it's not too serious and is done together	
Student #18	85% because it's easy to understand	
Student #19	So happy, because we can better know the English / material being explained	
Student #20	99% because the game is cool 1% the answer is wrong	
Student #21	Very happy, because it is fun, interesting, and easy to understand.	
Student #22	Very happy, because it's not boring and not sleepy	
Student #23	I am very, very happy because it is easy for me to learn to use kahoot more slow/relaxed but enter and we understand the lesson.	
Student #24	Maybe not up to 100% because teaching and learning activities do not have to continuously use this application.	
Student #25	Happy, but better understood if equipped with an explanation	

Based on the last question, the researcher knows that 92% student are enjoy using the game especially kahoot in class. And 8% student answer that using the game especially kahoot an ordinary in class.

D. Analysis of Interview

After analysis of students' activities in learning English Using kahoot, the researcher interviewed the teacher and some representative students of the ninth grade of MTsN Model 1 Pandeglang. The first, the researcher interviewed the students in order to obtain information about students' satisfied in learning using kahoot. Seven students were selected from the ninth grade. They are Rizik Aliudin, Lusi Wahyuni, Nasha Nurfadillah, Nayala Aura Nisa Nirwana, Aliya Desti Sari, Ferry Agustian, and Maharani Salsabila Irawan.

Table 4.11 Interview Question 1

Question 1:	
“What do you know about kahoot?”	
Student #1	: Kahoot is (hmm...) it's like a game that is eu ... it contains a question. Now, and we must answer. If for example, we are right we will get a score.
Student #2	: Kahoot is according to Lusi. According to Lusi, eu ... the game is that the game can help us in

		learning, so the game can be more so we learn it can be relaxed. Relax but enter.
Student #3	:	Good lessons are good. A website for learning English.
Student #4	:	Kahoot is a like website for making game quizzes.
Student #5	:	(hmm...) it was like it on the website, so there was a game but in the game, there was a lesson, a quiz like that.
Student #6	:	Kahoot is a teaching and learning program in a form that's like a website. So actually just teaching and learning programs.
Student #7	:	Websites like game but while learning.

From the first question, the researcher got information that among students have same meaning about kahoot. They know that kahoot is website based game like quizzes.

Table 4.12 Interview Question 2

Question 2:		
“What are the obstacles to learn English Using Kahoot Games?”		
Student #1	:	(hmm...) If it's wrong, that's the problem. Oh ... yes sometimes the connection. Yes, right.
Student #2	:	The problem is the most if you don't have a quota (hehehe). Not the rest, if you use kahoot it's easy.

Student #3	:	What is the wifi connection the network suddenly lost. Here in the library, it was amazingly slow, it was very difficult.
Student #4	:	When you boot it with a cellphone, you continue to like losing connections.
Student #5	:	(hmm...) if that is still not explained, for example, there was something that was not understood, right, there was no explanation for the rest.
Student #6	:	Maybe from this what. Then if the network is no longer difficult for entry
Student #7	:	The constraints are like network. Then many selfies are correct like they are more busy with their handphone.

From the second question, the researcher knows that the obstacles learning English using kahoot is WIFI connection, and because this game uses mobile phones so some students are more busy with their gadgets, for example, selfies.

Table 4.13 Interview Question 3

Question 3:		
“What do you feel when learning using Kahoot Games?”		
Student #1	:	It's cool, it's easy so we digest it.
Student #2	:	The problem is the most if you don't have a quota (hehehe)
Student #3	:	The thing is, it's a war tu ... before, for example, using books or something, it's hard. But if you use kahoot, it's easy, it's better, it's like entering.
Student #4	:	Exciting, is it easier to understand, not bored.

Student #5	:	Exciting can continue like a inability
Student #6	:	Fun. Because it's not even boring, it's because I'm using technology.
Student #7	:	Happy. Because it's more like it, more new things like that

From the third question, the researcher knows the student feel if learning English using kahoot is exciting because learning using kahoot make their happy and not bored.

Table 4.14 Interview Question 4

Question 4: “What According to you, is learning to use kahoot enhance your vocabulary retention?”		
Student #1	:	Yes you can because you have a new vocabulary there. We can learn it.
Student #2	:	Yes, the problem is that we know this, what if we use books, we don't know for sure
Student #3	:	Yes ... because we can too. if we don't know the English, the rest is there, right.
Student #4	:	(hmm...) So yeah things that don't know, you can know.
Student #5	:	Can it be ... some questions have questions and answers that we don't know mean so there we can also add meaning to words we didn't know before.
Student #6	:	You can. Because in kahoot we study
Student #7	:	Yes. Because what we don't know gets to know the words. It's easier to think like that, for example.

From the fourth question, the researcher knows that students can increase their vocabulary retention by learning to use kahoot. Kahoot has a multiple-choice feature. So if they don't know the meaning of the word before, after learning it they get a new vocabulary.

Table 4.15 Interview Question 5

Question 5:	
“Do you think there are more positive or negative effects in learning to use Kahoot Games?”	
Student #1	: If the positive impacts are many, but if the negative impacts have not been sought, the rich are not yet available.
Student #2	: If the word war does it has a positive impact, the problem is that in the first time we opened kahoot, there was a game too, how can it divert us from rich games right now, right?
Student #3	: How come the negative is there, is the positive there?. The positives are also better, how about it?. Yeah, enjoy it more, so we can also find new words, right? And if the negatives are rich, don't you just bring a cell phone instead of studying?. Oh ... of course, of course.
Student #4	: Balanced. If it's negative, just bring your cool cellphone. The Positive We are more enthusiastic about learning more.
Student #5	: It's like Positive. Well, what was that ... it was a group, so for example, I ask, if that's what we don't know, what does it mean.
Student #6	: Maybe positive. Because if we use kahoot, we enjoy learning more and it's not easy to get bored.
Student #7	: Positive. Learning is easier so we always get carried away like that.

From the fifth question, the researcher knows that kahoot has a positive effect on several students. Several students more enjoy when learning using kahoot. They can get new words and easier to understand the meaning of words. Besides, other several students said that kahoot has a negative effect because students bring a handphone. It makes several students focus on themselves, for example, they take a photo.

Table 4.16 Interview Question 6

Question 6:		
“Is learning to use kahoot more fun than learning as usual?”		
Student #1	:	Both of them are fun but when you're boring you use kahoot, it's good.
Student #2	:	Yes, just being happy is just that easy. Anyway, um ... it's like using that, isn't it serious? The book is imagined, right. How do we not understand the book like that, if kahoot is easy, basically
Student #3	:	Oh ... of course, of course. In my opinion, according to the person, if the person is fast, how come quickly enter the brain, confused, not willing, God. If it's a bit slow, right.
Student #4	:	Eu ... it's really fun. When you are in class you are sleepy and you are boring. It's more fun right like a quiz like that.
Student #5	:	If for example we already know the meaning of what is being questioned it must be more fun if for example it hasn't been confused either.
Student #6	:	Balanced, that's right. The problem is that if you use too much kahoot, you will get damaged eyes. You use a cellphone, don't use it often. If you

		study this also what if you study rich usually dizzy too if too long, bored.
Student #7	:	Yes. what if yes, for example, studying, as usual, is sometimes in the class like sleepy.

From the sixth question, the researcher knows that learning using kahoot more fun than learning as usual because several students feel sleepy and bored if learning as usual. Several students else said that if we always learning using kahoot is not good for their eyes.

Table 4.17 Interview Question 7

Question 7:		
“Do you think learning to use kahoot makes you confused?”		
Student #1	:	Not really, the application is also easy to enter. We will continue to give the PIN a nickname and then we will ... given the question, we immediately answer. it's easy
Student #2	:	It's not like that, but it's also easy to put in code like that, right. Yes, enter the pin, yes, It's already like that, it's easy.
Student #3	:	No. It's easy if I say. How is it hard to be confused
Student #4	:	No.
Student #5	:	If we don't know the meaning of the word in question, it must be confused if it's not good, isn't it, it's not confused if you know the meaning
Student #6	:	No. It's also easy to find. Just type in www.kahoot.it . Later after we enter, we get the code. We fill in the name.
Student #7	:	No. Because what is it like that there we were

	told too if, for example, we don't know were told the same thing, the miss then there was also a dictionary.
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From the seventh question, the researcher knows that learning using kahoot is not make the students confused. Kahoot easy to use. We open the link www.kahoot.it, after that we enter the PIN who given by the teacher and write your name there. Ready to play kahoot.

Table 4.18 Interview Question 8

Question 8:	
“Is learning English especially vocabulary easier with using kahoot?”	
Student #1	: Yes ... for example, we forgot this ... There we are, what's the answer, and the double choice is there. We got it.
Student #2	: Using kahoot, the thing is, if you use it, there's a lot of dictionaries, right? Don't understand. Spelling.
Student #3	: Yes, Easier. Because the explanation is also delicious, it's easy to understand, so we always know the meaning of English.
Student #4	: Easier. (Hmm ...) what we know the meaning. What do you find it said immediately found meaning.
Student #5	: Hmm, whatever the name depends, if that's the lesson maybe
Student #6	: It's easier. It's easy to boot if we suppose that the wrong answer is filled incorrectly.
Student #7	: Kahoot. If it's normal, you have to find it first, right. We can ask at the same time the same miss,

	Mr. Ndien earlier.
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From the eighth question, the researcher knows that learning English especially vocabulary easier with using kahoot. It's easy to understand, and students can remember and recall the word well.

Tabel 4.19 Interview with Teacher

Teacher	
Me	: The first question. Mr. What do you think about kahoot? In your opinion!
Teacher	: I love kahoot for the first time. This is really helpful and interesting apps for learning English. Actually, not kahoot. You not only can use it for teaching English but also for other subject like mathematics for example all the subject. Kahoot is very interesting.
Me	: What are the obstacles to learn English using Kahoot games?
Teacher	: I guess the first is of course because kahoot need handpoh and most schools in not only in Banten also in Indonesia most school ban students take handphome to school. You know what, what I do here actually against the rules. What I do I also tell to my student you know what taking handphome to our classroom is aganist the rules. Our rules in our school ban us forbid us to take handphome to our school, but I have ask my old in my school sometime I need student handphome for what? For learning English but this is my question yes. Your question is the obstacles yes. Taking handphome is against the rules. Sometimes we need to convience our headmaster our school that I can guarantee that no touching your handphome before and after English course. Taking handphome to this school is the obstacles. I mean we need to meet some ways to solve this problem. Second one is internet connection. Of course some

	student they have handphone but they dont have connection. They need to buy money.
Me	: What do you feel when learning using kahoot games in your class? What do you feel?
Teacher	: I feel very enthusiastic, because yes of course Iam happy because I look my student very happy. You can see for yourself. You know what They all forget the time. This is the enough class. They have learn started their learning for 7 o'clock morning until now. See they want to more more and more. We need more.
Me	: In your opinion learning to use kahoot enhance your student vocabulary retention?
Teacher	: Of course,
Me	: Why the reason?
Teacher	: what I mean people learn easily when they feel fun, when they feel happy, when they dont feel frustrated. Being happy when learning make student achieve anything easier so they will easily get new word vocabulary by using kahoot because what because their listen and also their are completing with others. Very attractive.
Me	: Okay, do you think there are more positive or negative effects in learning using kahoot?
Teacher	: I see many positive thing of kahoot I don't see negative thing using kahoot. Maybe the weakness of the using kahoot we make sure the teacher the student don't play around with their handphone. So, if we want to use kahoot in our classroom make sure that we worn our student don't play around with their handphone. I always say to my student never touch your handphone before and after English classroom.
Me	: What do you think if learning to use kahoot make your student confused? learning using kahoot make your student confused?
Teacher	: Of course not yes. Because Kahoot as actually checking our student understanding right?
Me	: Yeah
Teacher	: Of course that is a kind of evaluation, kind of test using kahoot. Most test is frustrated, most test is not interesting people don't want to be testing. But using kahoot testing become fun testing become very very

	interesting in the fun way.
Me	: What in your opinion is teaching English especially vocabulary easier with using kahoot?
Teacher	: Yes, vocabulary because your paper is about vocabulary. Kahoot is not the only way to teach vocabulary. Student vocabulary growth for extensif reading thats way I combaind between extensif reading and kahoot. Kahoot is my way to check my student vocabulary growth my student vocabulary proggres. I check by using kahoot. When we testing the student also learn something from that testing. I think of course kahoot is one good way to teach vocabulary. Eventhought kahoot is not a way to teach because the way to test. But with very interesting test student will learn.
Me	: What is the differences class that learning English using kahoot and class that learning English didn't use kahoot?
Teacher	: I gues those don't use kahoot in they learning will be boring. I believe in that. I need to sign of the way how to create very interesting test interesting evaluation using other method, but I gues so far kahoot is really helpful and really interesrtng those student doesn't use kahoot is boring.
Me	: How about student feed back if learning English using kahoot?
Teacher	: They really really enjoy. All student engage. All student enjoy the learning section in my English class. All student are engage. those who are diligent those who are lazy student are engage in that activity. You can see. There are not all student are diligent some student are lazy but those lazy student are also engagent if we learn using kahoot.
Me	: I think thats all for me. Thank you for your time.
Teacher	: Oke

From interview with the teacher, the reseacher knows that kahoot really helpful and interesting apps for learning English. Not only for learning English but also for other subject such as mathematics etc. The

obstacles teaching English using kahoot are the rules in the school, and internet connection. The teacher feel very enthusiastic when teaching using kahoot. The teacher happy because the student very happy.

People learn easily when they feel fun, when they feel happy, when they dont feel frustrated. Being happy when learning make student achieve anything easier so they will easily get new word vocabulary by using kahoot. Using kahoot can enhance student vocabulary retention. Afterwards, many positive thing of kahoot, the teacher don't see negative thing using kahoot. Maybe the weakness of the using kahoot we make sure the teacher and the student don't play around with their handphone.

Learning using kahoot doesnt make the student confused. using kahoot testing become fun testing become very very interesting in the fun way. Kahoot is not the only way to teach vocabulary. Kahoot is way to check student vocabulary growth student vocabulary proggres. Using kahoot test become very interesting test and the student will learn vocabulary easier.

Learning English doen't use kahoot will be boring. The teacher must find and create ways for students to be interested in learning, so far kahoot is really helpful and really interesrting. The last, student feed back when learning English using kahoot, they really enjoy. All student engage. All student enjoy the learning section in English class. It lazy or diligent students. They all participated and were very enthusiastic.

E. Data Interpretation

After analyzing all data from observation, questionnaires and interviews, the author have obtained result from An Analysis of Application of Kahoot Games in Teaching English at the Ninth Grade of MTsN Model 1 Pandeglang. The result show that students in MTsN Model 1 Pandeglang who become participants in this research the participants in this study have gone through three stages to find out how students' interest in learning English using Kahoot.

To corroborate the statement, about it the author obtained the data from a questionnaire using interview techniques. overall, students are able to understand and respond to interview questions discussed in Indonesia. From the three data, it can be concluded that student vocabulary retention using kahoot.

In this case, interest is very important in the learning process because of the interest in teaching the whole process of teaching the learning process. When someone has an interest in something someone will give time for something. according to Gardner and Tamir (2006: 48), the term interest is usually rather than others. Interest is a very specific type of attitude: when we are interested in a phenomenon or activity, we are

favorably inclined to give it and give time to it¹ and we can see in this case students are involved in learning using kahoot activities they forgot time. Kahoot makes them enjoy when learning class looks more active because they interact with each other on kahoot.

Kahoot can enhance student vocabulary retention, based on the interview with the teacher “learn easily when they feel fun, when they feel happy, when they dont feel frustrated. Being happy when learning make student achieve anything easier so they will easily get new word vocabulary by using kahoot.” Students feel happy so they can easily add new vocabulary taught.

Based on the observation, kahoot increase the focus and attention of students’ vocabulary retention. the focus of the students also seemed to be enjoyed in learning. See In Figure 4.4, students are discussing the answers they will choose. The attractive appearance of the kahoot also makes them not easily bored when studying.

Students satisfied learning English using kahoot. Based on the questionnare, 100% student answer that use technology make them stay on their task. 96% student answer learning English using kahoot doesn’t make their confused. Because this application is very easy to understand and also not difficult to use. 92% Student pay for more attention in learning English

¹ Ricardo Thrumper, “Factors Affecting Junior High School Students’ Interest in Physics”, *Journal of Science and Technology*, Vol 15, No, 1, (March, 2006), 48.

if the teacher taught like this all the time. The student will be more active in learning English by using Kahoot. And the student will be more focused and attentive because lessons are easy to enter, and especially this kahoot is easy and not boring. 100% student after learning English using kahoot they become interested in learning more about what they studied today. In conclusion, students satisfied learning to use kahoot.

Based on Yefim Kats, E-learning is used by educational institutions to have various characteristics.² we can open a wide matrix of two axes; one is "educational institution," the other is "use of e-learning systems," Educational ranges from primary school, to university, to life-long learning. the use of e-learning systems range from scenarios using files, to stimulation of complex procedures, to full-fledged distance learning courses, where all interactions are exclusively online.³

So, Kahoot can be said as a media based on e-Learning because it uses the internet online and can be remotely. Kahoot can enhance students vocabulary retention at the Ninth Grade of MTsN Model 1 Pandeglang.

² Yefim Kats, *Learning Management System Technologies and Software Solutions for Online Teaching: Tools and Application* (NewYork: Information Science Reference IGI Global, 2010), 59.